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Moon Over Manifest

Enchanting, exquisitely detailed and full of personality, Katherine Dewey's animal sculptures delight all who see them. With the friendly medium of polymer clay and the step-by-step instructions in this book, you can achieve the same magical results! Inside, Katherine leads you through then utterly charming projects, such as a sweet little bluebird, a basset hound and a white-tailed fawn. And that's just the start! The "Making Changes" chapter will help you create your own original animal creations by changing poses, making realistic bases, and even modeling your animals to look like bronze, fade and other materials.

Coraline

"Anam Cara is a rare synthesis of philosophy, poetry, and spirituality. This work will have a powerful and life-transforming experience for those who read it." —Deepak Chopra
John O'Donohue, poet, philosopher, and scholar, guides you through the spiritual landscape of the Irish imagination. In Anam Cara, Gaelic for "soul friend," the ancient teachings, stories, and blessings of Celtic wisdom provide such profound insights on the universal themes of friendship, solitude, love, and death as:
Light is generous
The human heart is never completely born
Love as ancient recognition
The body is the angel of the soul
Solitude is luminous
Beauty likes neglected places
The passionate heart never ages
To be natural is to be holy
Silence is the sister of the divine
Death as an invitation to freedom

Secrets Revealed the Beginning

iOS 9 App Development Essentials is latest edition of this popular book series and has now been fully updated for the iOS 9 SDK, Xcode 7 and the Swift 2 programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an iOS development environment. An introduction to the architecture of iOS 9 and programming in Swift is provided, followed by an in-depth look at the design of iOS applications and user interfaces. More advanced topics such as file handling, database management, in-app purchases, graphics drawing and animation are also covered, as are touch screen handling, gesture recognition, multitasking, iAds integration, location management, local notifications, camera access and video and audio playback support. Other features are also covered including Auto Layout, Twitter and Facebook integration, App Store hosted in-app purchase content, Sprite Kit-based game development, local map search and user interface animation using UIKit dynamics. Additional features of iOS development using Xcode 7 are also covered, including Swift playgrounds, universal user interface design using size classes, app extensions, Interface Builder Live Views, embedded frameworks, CloudKit data storage and TouchID authentication. The key new features of iOS 9 and Xcode 7 are also covered in detail, including new error handling in Swift 2, designing Stack View based user interfaces, multiple storyboard support, iPad multitasking, map flyover support, 3D Touch and Picture-in-Picture media playback. The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 9. Assuming you are ready to download the iOS 9 SDK and Xcode 7, have an Intel-based Mac and ideas for some apps to develop, you are ready to get started.

Stop-Motion Puppet Sculpting

Anyone can master the fundamentals of game design - no technological expertise is necessary. The Art of Game Design: A Book of Lenses shows that the same basic principles of psychology that work for board games, card games and athletic games also are the keys to making top-quality videogames. Good game design happens when you view your game from many different perspectives, or lenses. While touring through the unusual territory that is game design, this book gives the reader one hundred of these lenses - one hundred sets of insightful questions to ask yourself that will help make your game better. These lenses are gathered from fields as diverse as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, writing, puzzle design, and anthropology. Anyone who reads this book will be inspired to become a better game designer - and will understand how to do it.

The Mysterious Stranger

Judge Deborah Knott of Seagrove, North Carolina, must unearth a local family's tragic past to find a vengeful killer in the eighth installment of the award-winning mystery series by Maron.

Bowker's Complete Video Directory 2000

WINNER OF THE PULITZER PRIZE The beloved, award-winning *The Amazing Adventures of Kavalier & Clay*, a Michael Chabon masterwork, is the American epic of two boy geniuses named Joe Kavalier and Sammy Clay. Now with special bonus material by Michael Chabon. A “towering, swash-buckling thrill of a book” (*Newsweek*), hailed as Chabon’s “magnum opus” (*The New York Review of Books*), *The Amazing Adventures of Kavalier & Clay* is a triumph of originality, imagination, and storytelling, an exuberant, irresistible novel that begins in New York City in 1939. A young escape artist and budding magician named Joe Kavalier arrives on the doorstep of his cousin, Sammy Clay. While the long shadow of Hitler falls across Europe, America is happily in thrall to the Golden Age of comic books, and in a distant corner of Brooklyn, Sammy is looking for a way to cash in on the craze. He finds the ideal partner in the aloof, artistically gifted Joe, and together they embark on an adventure that takes them deep into the heart of Manhattan, and the heart of old-fashioned American ambition. From the shared fears, dreams, and desires of two teenage boys, they spin comic book tales of the heroic, fascist-fighting Escapist and the beautiful, mysterious Luna Moth, otherworldly mistress of the night. Climbing from the streets of Brooklyn to the top of the Empire State Building, Joe and Sammy carve out lives, and careers, as vivid as cyan and magenta ink. Spanning continents and eras, this superb book by one of America’s finest writers remains one of the defining novels of our modern American age. **NEW YORK TIMES BESTSELLER** Finalist for the PEN/Faulkner Award, National Book Critics Circle Award, and Los Angeles Times Book Prize Winner of the Bay Area Book Reviewers Award and the New York Society Library Book Award Named one of the 10 Best Books of the Decade by Entertainment Weekly

Exploring Mars

But Father Peter took no stock in the astrologer. He denounced him openly as a charlatan—a fraud with no valuable knowledge of any kind, or powers beyond those of an ordinary and rather inferior human being, which naturally made the astrologer hate Father Peter and wish to ruin him. It was the astrologer, as we all believed, who originated the story about Father Peter's shocking remark and carried it to the bishop. It was said that Father Peter had made the remark to his niece, Marget, though Marget denied it and implored the bishop to believe her and spare her old uncle from poverty and disgrace. But the bishop wouldn't listen. He suspended Father Peter indefinitely, though he wouldn't go so far as to excommunicate him on the evidence of only one witness; and now Father Peter had been out a couple of years, and our other priest, Father Adolf, had his flock. Those had been hard years for the old priest and Marget. They had been favorites, but of course that changed when they came under the shadow of the bishop's frown. Many of their friends fell away entirely, and the rest became cool and distant.

Chicken Run

"The popularity of manga among young people who love to draw continues to grow. In her second manga book, J.C.

Amberlyn focuses on favorite manga archetype characters, with a fun and lively how-to-draw book aimed at beginners. Every genre of manga has its typical characters--plucky hero and heroine; funny friend/sidekick; serious warrior; young innocent; wise teacher; cold villain; chibis; cat girls/cat boys; chibi animals; magical animals; strong/scary animals; gothic characters--and they are all here along with the step-by-step drawing instructions needed to give even beginners the direction they need to create the favorite characters they can't get enough of. A final chapter on backgrounds, scenery, and the environment will further give readers the information they need to pull everything together and create their own manga characters and worlds they live in. Includes 23 step-by-step demonstrations."

The Art of Stop-motion Animation

A gleeful and exhilarating tale of global conspiracy, complex code-breaking, high-tech data visualization, young love, rollicking adventure, and the secret to eternal life—mostly set in a hole-in-the-wall San Francisco bookstore The Great Recession has shuffled Clay Jannon out of his life as a San Francisco Web-design drone—and serendipity, sheer curiosity, and the ability to climb a ladder like a monkey has landed him a new gig working the night shift at Mr. Penumbra's 24-Hour Bookstore. But after just a few days on the job, Clay begins to realize that this store is even more curious than the name suggests. There are only a few customers, but they come in repeatedly and never seem to actually buy anything, instead "checking out" impossibly obscure volumes from strange corners of the store, all according to some elaborate, long-standing arrangement with the gnomish Mr. Penumbra. The store must be a front for something larger, Clay concludes, and soon he's embarked on a complex analysis of the customers' behavior and roped his friends into helping to figure out just what's going on. But once they bring their findings to Mr. Penumbra, it turns out the secrets extend far outside the walls of the bookstore. With irresistible brio and dazzling intelligence, Robin Sloan has crafted a literary adventure story for the twenty-first century, evoking both the fairy-tale charm of Haruki Murakami and the enthusiastic novel-of-ideas wizardry of Neal Stephenson or a young Umberto Eco, but with a unique and feisty sensibility that's rare to the world of literary fiction. Mr. Penumbra's 24-Hour Bookstore is exactly what it sounds like: an establishment you have to enter and will never want to leave, a modern-day cabinet of wonders ready to give a jolt of energy to every curious reader, no matter the time of day.

Uncommon Clay

African Cosmology, Kemetic Science, Psychology Spirituality, Metaphysics, Philosophy, Social Thought/ What is the MerKaBa Energy Body of Light and what does it, the Great Pyramid, the Tree of Life, even Christmas, all have in common? This book seamlessly unites all of these symbols, so that our Consciousness may be Unitive. A Dimensional Shifting from The Linear Tree of Life and Linear Consciousness, learning how to more indwell The MerKaBa Spherical Tree of Life and Spherical Consciousness. 1st Eye Activating, this Capstone Book is a major unveiling of the wisdom of our Ancestors and Metu Neter

Language. These most sacred and mysterious terms unfold the Spiritual Journey in Consciousness, hidden Neteru, spheres, chambers, and more are examined as veils are lifted. Within the luminous MerKaBa Tree of Life vehicle access to Pyramidal Power is gained for: Resurrection, Portal/Transport, Empowerment, Transformation, Empowerment, Enlightenment, Initiation, Service.

Secret Soldiers

Gumby

Take an in-depth look at the art and techniques of stop-motion animation. The Advanced Art of Stop-Motion Animation helps experienced stop-motion artists enhance their craft by exploring the professional methods and advanced technology used by top film studios today. This book features expanded coverage of the basic principles of animation, including specific applications for character performance and visual effect compositing techniques. All the newest technology is touched on, including detailed information on camera rigs, effects, and shooting stop-motion in stereoscopic 3D. Discover new puppet building techniques, including the technology behind the rapid prototyping of computer models for stop-motion production. You'll even find a thorough history of early feature-length stop-motion films. The practical techniques and skills presented are enhanced by interviews with many of the most celebrated stop-motion artists as well as coverage of the work of several artists working in the online stop-motion community. Whether your focus is low-budget indie filmmaking or big studio productions, The Advanced Art of Stop-Motion Animation provides a comprehensive look at both the latest methods and the artists who are driving the revival of stop-motion animation.

The Not So Great Outdoors

The late C. A. Tripp, a highly regarded sex researcher and colleague of Alfred Kinsey, and author of the runaway bestseller The Homosexual Matrix, devoted the last ten years of his life to an exhaustive study of Abraham Lincoln's writings and of scholarship about Lincoln, in search of hidden keys to his character. In The Intimate World of Abraham Lincoln, completed just weeks before he died, Tripp offers a full examination of Lincoln's inner life and relationships that, as Dr. Jean Baker argues in the Introduction, "will define the issue for years to come." Throughout this riveting work, new details are revealed about Lincoln's relations with a number of men. Long-standing myths are debunked convincingly -- in particular, the myth that Lincoln's one true love was Ann Rutledge, who died tragically young. Ultimately, Tripp argues that Lincoln's unorthodox loves and friendships were tied to his maverick beliefs about religion, slavery, and even ethics and morals. As Tripp argues, Lincoln was an "invert": a man who consistently turned convention on its head, who drew his values not from the dominant

conventions of society, but from within. For years, a whisper campaign has mounted about Abraham Lincoln, focusing on his intimate relationships. He was famously awkward around single women. He was engaged once before Mary Todd, but his fiancée called off the marriage on the grounds that he was "lacking in smaller attentions." His marriage to Mary was troubled. Meanwhile, throughout his adult life, he enjoyed close relationships with a number of men. He shared a bed with oshua Speed for four years as a young man, and -- as Tripp details here -- he shared a bed with an army captain while serving in the White House, when Mrs. Lincoln was away. As one Washington socialite commented in her diary, "What stuff!" This study reaches far beyond a brief about Lincoln's sexuality: it is an attempt to make sense of the whole man, as never before. It includes an Introduction by Jean Baker, biographer of Mary Todd Lincoln, and an Afterword containing reactions by two Lincoln scholars and one clinical psychologist and longtime acquaintance of C.A. Tripp. As Michael Chesson explains in one of the Afterword essays, "Lincoln was different from other men, and he knew it. More telling, virtually every man who knew him at all well, long before he rose to prominence, recognized it. In fact, the men who claimed to know him best, if honest, usually admitted that they did not understand him." Perhaps only now, when conventions of intimacy are so different, so open, and so much less rigid than in Lincoln's day, can Lincoln be fully understood.

The Art of Game Design

Exploring Mars: Secrets of the Red Planet by the Editors of Scientific American Our nearest planetary neighbor has been the subject of endless fascination and wide-ranging theories throughout history. Is there life on Mars? Was there ever life on Mars? What was the atmosphere like thousands or millions of years ago? From Percival Lowell, who built his own observatory so he could dedicate himself to studying the red planet, to NASA landing the car-sized Opportunity rover in 2012, this eBook, Exploring Mars: Secrets of the Red Planet, traces Scientific American's coverage of the observation and exploration of Mars. The first section outlines early 20th century theories about Mars, including the possibility of an intricate canal system built by an intelligent species. Once the space probes enter the picture, most of those ideas were debunked, but even more questions arose. The second section covers current missions, which found evidence of ancient oceans and a thicker atmosphere that has since been lost. The third section raises even more exciting possibilities with ambitious plans for future missions. In this book, you'll follow these advances in astronomy and planetary science as better and better technology brings us incrementally closer to unlocking the secrets of Mars.

The Intimate World of Abraham Lincoln

The first and only authorized, full illustrated book devoted to Gumby, the delightful animated clay figure whose popularity is at an all-time high. 125 color and black-and-white illustrations.

iOS 9 App Development Essentials

Is "Mulan" available in a closed captioned version? Is there a video to introduce numbers to a six-year-old? To help teach art to second graders, science to sixth graders, or the dangers of drugs to seventh graders? Now you can answer thousands of questions like these, because Bowker's Directory of Videocassettes for Children 1999 delivers the full range of what's available for children on video - all expertly organized & indexed for fast, easy access. This new edition is far & away the most comprehensive children's video directory ever published. It profiles 39,333 titles, divided into Educational/Special Interest & Entertainment sections & cross-referenced in each section by multiple indexes. What's more, it gives you richly detailed entries for each title, not just the bare bones data you'll find in other sources. You'll discover up to 27 data elements for every video - ranging from title, subject, & age recommendation to a brief description & release date - along with full ordering information or rental information. Produced with the same acclaimed expertise that goes into Bowker's Complete Video Directory, this unique guide is an essential resource for librarians, retailers, teachers, parents, & children looking for the best & the latest videos of interest for young patrons.

Bowker's Directory of Videocassettes for Children 1999

“Gripping and timely.” —People “The YA debut we’re most excited for this year.” —Entertainment Weekly “A book that knocks you off your feet while dropping the kind of knowledge that’ll keep you down for the count. Prepare to BE slain.” —Nic Stone, New York Times bestselling author of Dear Martin and Odd One Out Ready Player One meets The Hate U Give in this dynamite debut novel that follows a fierce teen game developer as she battles a real-life troll intent on ruining the Black Panther-inspired video game she created and the safe community it represents for Black gamers. By day, seventeen-year-old Kiera Johnson is an honors student, a math tutor, and one of the only Black kids at Jefferson Academy. But at home, she joins hundreds of thousands of Black gamers who duel worldwide as Nubian personas in the secret multiplayer online role-playing card game, SLAY. No one knows Kiera is the game developer, not her friends, her family, not even her boyfriend, Malcolm, who believes video games are partially responsible for the “downfall of the Black man.” But when a teen in Kansas City is murdered over a dispute in the SLAY world, news of the game reaches mainstream media, and SLAY is labeled a racist, exclusionist, violent hub for thugs and criminals. Even worse, an anonymous troll infiltrates the game, threatening to sue Kiera for “anti-white discrimination.” Driven to save the only world in which she can be herself, Kiera must preserve her secret identity and harness what it means to be unapologetically Black in a world intimidated by Blackness. But can she protect her game without losing herself in the process?

The Leader's Guide to Influence

Just as Jamie Reynolds, aka JR, stepped outside of her comfort zone and lets her guard down with Toni, she quickly understood why she had it up in the first place. Toni was nothing like he pretended to be, and after three years of his lies, JR finally had had enough and found the courage to leave. JR didn't have many friends and was so embarrassed at her life's direction she tried to pretend she was okay, but her true friends knew better. This included David, her past lover, who was happy she was back in Atlanta, but things just weren't the same between them. Maybe because JR was still legally married to Toni, as he refused to sign the divorce papers, or maybe because David's life was moving forward and JR's life had fallen backwards. This new JR was nothing like her old self. JR was once a strong independent woman, but now she can't even look herself in the mirror without falling apart. After years of lies and now emotional abuse from Toni, who refuses to let her go, she just couldn't hold it all in and finally her emotions started to get the best of her. JR tried to drink her problems away, which only made things worse, as she truly lost her direction. Then her life unexpectedly came crashing down after her friendship with Terry took a turn for the worse. One by one JR not only lost her old friends, but she also lost her way, which led JR to seek help. Jenny was JR's saving grace, and after diving deep into her past, she finally began to uncover the hidden secrets of the real JR. Secrets even JR hid from herself. As Jenny encouraged JR to let her guard down yet again and explore dating, she met Mike, a twenty-five-year-old young professional who was nothing like Toni. He was educated, had a thriving career, and truly supported JR even after watching the drama unfold between Toni and her, but he never ran, and JR appreciated his strength. Lust and Lies was just the beginning as The Jamie Reynolds Chronicles continues and JR is faced with the newest chapter in her life, a life full of questionable memories into her past, present and future self.

Secrets of the Sphinx

'Tightly plotted and brilliantly written, with sharp, believable characters, this whodunit is utterly irresistible' - HEAT THE INTERNATIONAL BESTSELLER Five students go to detention. Only four leave alive. Yale hopeful Bronwyn has never publicly broken a rule. Sports star Cooper only knows what he's doing in the baseball diamond. Bad boy Nate is one misstep away from a life of crime. Prom queen Addy is holding together the cracks in her perfect life. And outsider Simon, creator of the notorious gossip app at Bayview High, won't ever talk about any of them again. He dies 24 hours before he could post their deepest secrets online. Investigators conclude it's no accident. All of them are suspects. Everyone has secrets, right? What really matters is how far you'll go to protect them. _____ 'Twisty plotting, breakneck pacing and intriguing characterisation add up to an exciting single-sitting thrillerish treat' -THE GUARDIAN 'A fantastic murder mystery, packed with cryptic clues and countless plot twists. I could not put this book down' - THE SUN 'Pretty Little Liars meets The Breakfast Club' - ENTERTAINMENT WEEKLY

The Advanced Art of Stop-motion Animation

Twelve-year-old Abilene Tucker is the daughter of a drifter who, in the summer of 1936, sends her to stay with an old friend in Manifest, Kansas, where he grew up, and where she hopes to find out some things about his past.

Creating Life-Like Animals in Polymer Clay

Thirteen-year-old Clay, a boy who no longer believes in magic, tags graffiti on his classroom wall and, as punishment, is sent to a camp for wayward kids located on a volcanic island, where eccentric campmates abound, a ghost walks among the abandoned

Mr. Penumbra's 24-Hour Bookstore

From the author of *The Remaking*, a true crime-inspired horror novel about a young boy whose little white lies about his elementary school teachers contributed to the Satanic Panic of the 80s, forcing him to hide his identity into adulthood until someone recreates his past lies at his own child's school. Richard doesn't have a past. For him, there is only the present: a new marriage to Tamara, a first chance at fatherhood to her son Elijah, a quiet but pleasant life as an art teacher at Elijah's elementary school, and the dream of becoming a real artist some day. Then the body of a rabbit, ritualistically murdered, appears on the school playground with a birthday card for Richard tucked beneath it. Richard is shocked; he doesn't have a birthday but Sean does. Sean is a six-year-old boy in 1980s Virginia. His father has just walked out and his mother is juggling multiple jobs on food stamps. Meanwhile, all the grown-ups in his life seem worried. Cult leaders, serial killers, and stranger danger is on the rise, with moral crusaders and televangelists stoking the fires of panic. In this pressure cooker environment, Sean's school sends a note to parents alerting them that a teacher is under investigation. Sean likes Mr. Woodhouse, but when his mother asks if the bruises caused by the school bully were really caused by Mr. Woodhouse, a few small lies spiral into a terrible tragedy. Now, thirty years later, those lies are coming back to haunt Richard, because someone knows who he really is--and they're out for revenge. Inspired by the McMartin preschool trial and the Satanic Panic of the '80s, the critically praised author of *The Remaking* delivers a nuanced portrait of parenthood and mass hysteria.

Merkaba

PRODUCING INDEPENDENT 2D CHARACTER ANIMATION takes an in-depth look at the artistry and production process of cel animation in a friendly, how-to manner that makes the sometimes tedious process of animation enjoyable and easy to understand. This book guides animators through every step of planning and production; includes examples of actual production forms, organization tips, screen shots, and sketches from the pre- to post-production processes; and contains detailed information on the hardware and software used to complete each step. By mapping out the course of how his small

studio brainstormed, created, then produced its award-winning animation, TIMMY'S LESSONS IN NATURE, Mark Simon explains to animators what it takes—both creatively and resource-wise—to get their animations to market. Includes exclusive interviews with Oscar-nominated independent animator Bill Plympton, Craig McCracken, creator of the POWER PUFF GIRLS, Craig "Spike" Decker of SPIKE & MIKE'S SICK AND TWISTED FESTIVAL OF ANIMATION, David Fine & Alison Snowden who are the Academy Award-Winning producers of BOB AND MARGARET, Cartoon Network's Senior Vice President of Original Animation, Linda Simensky, and Tom Sito, Co-Director of OSMOSIS JONES as well as others.

One Of Us Is Lying

The Amazing Adventures of Kavalier & Clay (with bonus content)

Leo Parnassus has returned to Athens to head the family empire. A New Yorker since childhood, he finds life is certainly different here with family feuds and expectations to marry and produce heirs! Amid all this tradition, the beautiful girl who catches Leo's eye is a welcome distraction. She may be a lowly waitress, but Angel has her secrets.... Leo will be pleased to discover she's a virgin, but not that she's the daughter of his adversary! Or that, in nine months, there will be one more secret revealed...

Secrets of Clay Animation Revealed

Who likes the outdoors? No matter how you answered this question, this collection of outdoor inspired cartoons will tickle your funny bone and make you roll your eyes.

Bad Magic

Describes the history and techniques of stop-motion animation.

Whisper Down the Lane

Over a quarter million underage British boys fought on the Allied front lines of the Great War, but not all of them fought on the battlefield—some fought beneath it, as revealed in this middle-grade historical adventure about a deadly underground mission. Secret Soldiers follows the journey of Thomas, a thirteen-year-old coal miner, who lies about his age to join the Claykickers, a specialized crew of soldiers known as “tunnelers,” in hopes of finding his missing older brother. Thomas

works in the tunnels of the Western Front alongside three other soldier boys whose constant bickering and inexperience in mining may prove more lethal than the enemy digging toward them. But as they burrow deeper beneath the battlefield, the boys discover the men they hope to become and forge a bond of brotherhood. Secret Soldiers is another stunning story of strength, perseverance, and love from Keely Hutton.

Animation Lab for Kids

When a young girl ventures through a hidden door, she finds another life with shocking similarities to her own. Coraline has moved to a new house with her parents and she is fascinated by the fact that their 'house' is in fact only half a house! Divided into flats years before, there is a brick wall behind a door where once there was a corridor. One day it is a corridor again and the intrepid Coraline wanders down it. And so a nightmare-ish mystery begins that takes Coraline into the arms of counterfeit parents and a life that isn't quite right. Can Coraline get out? Can she find her real parents? Will life ever be the same again?

How to Draw Manga Characters

Chicken Run is the first feature film from Aardman Animation, the British 3-D animation studio that created the Academy Award-winning Wallace & Gromit short films. In this spirited comedy, to be released in the U.S. by DreamWorks in June 2000, a band of intrepid chickens led by an American rooster (the voice of Mel Gibson) and an English hen (Julia Sawalha of Absolutely Fabulous) bust out of their coop to avoid becoming chicken potpies -- and prove that some chickens are anything but. Here's the complete story of the making of this epic adventure. The book takes readers inside England's magical Aardman animation studio, where animators make movies (at a rate of four seconds per day) out of bits of clay, metal, paper, and wood. Based on extensive interviews with acclaimed directors Nick Park and Peter Lord and their gifted team of stop-action animation artists, and reproducing a wealth of visual material, the book is the next best thing to spending every day for three years building and playing with model chickens

SLAY

The explosive story of America's secret post-WWII science programs, from the author of the New York Times bestseller Area 51 In the chaos following World War II, the U.S. government faced many difficult decisions, including what to do with the Third Reich's scientific minds. These were the brains behind the Nazis' once-indomitable war machine. So began Operation Paperclip, a decades-long, covert project to bring Hitler's scientists and their families to the United States. Many of these men were accused of war crimes, and others had stood trial at Nuremberg; one was convicted of mass murder and slavery.

They were also directly responsible for major advances in rocketry, medical treatments, and the U.S. space program. Was Operation Paperclip a moral outrage, or did it help America win the Cold War? Drawing on exclusive interviews with dozens of Paperclip family members, colleagues, and interrogators, and with access to German archival documents (including previously unseen papers made available by direct descendants of the Third Reich's ranking members), files obtained through the Freedom of Information Act, and dossiers discovered in government archives and at Harvard University, Annie Jacobsen follows more than a dozen German scientists through their postwar lives and into a startling, complex, nefarious, and jealously guarded government secret of the twentieth century. In this definitive, controversial look at one of America's most strategic, and disturbing, government programs, Jacobsen shows just how dark government can get in the name of national security.

Anam Cara

A compelling new novel that combines past and present in a riveting search for the source of the Book of Genesis itself. In her provocative second novel, Spanish author Julia Navarro takes readers on an exhilarating journey across centuries and continents, as an upstart archeologist and a murderous group of conspirators vie for a treasure that will rewrite history—an explosive account of the world's creation recorded millennia ago by a humble scribe onto the legendary Bible of Clay. Moving back and forth through time, from the tense months preceding the contemporary war in Iraq, to ancient Mesopotamia, to the atrocities of the last century, this tale of vengeance, obsession, and the wholesale plundering of the ancient world's most priceless treasures is populated by an international cast of political opportunists, ruthless killers, and unsullied seekers of truth. The Bible of Clay is historical fiction at its richest, a sweeping saga that challenges at once both conventional geopolitics and the very foundations of modern religion.

The 48 Laws of Power

Shortlisted for the CMI Management Book of the Year 2011, Practical Manager Category A Leader's Guide to Influence will show you how to step up your people skills and improve working relationships so you can get the business results you want. Combing the hugely popular areas of influence and leadership, this book will show you how to step up your interpersonal effectiveness by learning how to work more successfully with those around you, be they people you manage, colleagues, client or business partners. Through a combination of practical exercises, case studies and no-nonsense advice, this book shows you how to: - Increase your confidence and impact. - Communicate more effectively. - Learn different tools, techniques and approaches when working with different types of people. - Listen and question effectively. - Develop rapport and empathy. - Give better feedback. - Deal with difficult situations and cope with conflict.

The Harbinger

Amoral, cunning, ruthless, and instructive, this multi-million-copy New York Times bestseller is the definitive manual for anyone interested in gaining, observing, or defending against ultimate control – from the author of *The Laws of Human Nature*. In the book that *People* magazine proclaimed “beguiling” and “fascinating,” Robert Greene and Joost Elffers have distilled three thousand years of the history of power into 48 essential laws by drawing from the philosophies of Machiavelli, Sun Tzu, and Carl Von Clausewitz and also from the lives of figures ranging from Henry Kissinger to P.T. Barnum. Some laws teach the need for prudence (“Law 1: Never Outshine the Master”), others teach the value of confidence (“Law 28: Enter Action with Boldness”), and many recommend absolute self-preservation (“Law 15: Crush Your Enemy Totally”). Every law, though, has one thing in common: an interest in total domination. In a bold and arresting two-color package, *The 48 Laws of Power* is ideal whether your aim is conquest, self-defense, or simply to understand the rules of the game.

Operation Paperclip

School Library Journal

Among the provocative revelations in this book: You're not the astrological sign that you thought you were! Earth is entering a period of enlightenment and turbulence predicted by all the prophets. Changing "seasons" in the great year does not mean the end of the world! Ancients refer to the coupled-sign of Pisces and Aquarius in the great year as the time of the Fisherman or Merman. Certain foods will help you look younger, stay healthy, and handle the sun's increasing light.

Producing Independent 2D Character Animation

Stop-motion puppet animation is one of the most unusual and demanding art forms in the world. It uses a variety of skills, including design, sculpting, metal work, mold making and casting, taxidermy, filmmaking, storytelling and acting, and can be seen in the simplest commercial spots on television to more complex animated shorts and science fiction and fantasy feature films. This work explains research and design of puppets, and details the fabrication of stop-motion puppets around a metal armature skeleton using the build up and foam injection processes. The former technique uses pre-cut blocks of foam formed with a pair of scissors or other instrument into the shape desired and attaching them to the armature. In the latter technique, the character is sculpted in clay over the armature. This clay sculpture is then replaced with foam by using a plaster mold and injection gun techniques. Finishing techniques described include the making of hair, eyes, eyelids, teeth, horns, nails, and chitinous (insect-shell-like) surfaces. The manual also covers the process of creating replacement heads

using rubber molds (such as RTV) and urethane castings. A glossary and bibliography complete the extensively illustrated work.

Love Lettering

"The Harbinger opens with the appearance of a man burdened with a message he has received from a mysterious figure called The Prophet. The Prophet has given him nine seals, each containing a message about America's future. As the story unfolds, each revelation becomes a piece in a greater puzzle -- the ramifications of which will even alter the course of world history."--Publisher's website.

The Virgin's Secret

PopSugar Crazy Popular Books of 2020 Amazon Best Romance of the Month Top Ten Best Romances of 2019—Entertainment Weekly SheReads' Most Anticipated Books of 2020 Bustle 17 Best New Books Of December 2019 HelloGiggles 8 Best New Books To Read In December "The perfect quarantine read. It's funny, sweet, and beautifully written. The romance is so perfect it made me ache." —Alisha Rai, Bustle A funny, sexy, and empowering story from acclaimed author Kate Clayborn that fans of Tessa Bailey, Jen DeLuca, and Rachel Winters will adore. In this warm and witty romance from acclaimed author Kate Clayborn, one little word puts a woman's business—and her heart—in jeopardy . . . Meg Mackworth's hand-lettering skill has made her famous as the Planner of Park Slope, designing custom journals for her New York City clientele. She has another skill too: reading signs that other people miss. Knowing the upcoming marriage of Reid Sutherland and his polished fiancée was doomed to fail is one thing, but weaving a secret word of warning into their wedding program is another. Meg may have thought no one would spot it, but she hadn't counted on sharp-eyed, pattern-obsessed Reid. A year later, Reid has tracked Meg down to find out how she knew that his meticulously planned future was about to implode. But with a looming deadline and a bad case of creative block, Meg doesn't have time for Reid's questions—unless he can help her find her missing inspiration. As they gradually open up to each other, both try to ignore a deepening connection between them. But the signs are there—irresistible, indisputable, urging Meg to heed the messages Reid is sending her, before it's too late . . . Praise for Love Lettering "I can't wait for the whole world to fall in love with Love Lettering!" —Jasmine Guillory "Delicious and beautiful and perfect." —New York Times bestselling author Sarah MacLean "This book will wake you up in the middle of the night aching for these perfectly imperfect characters." —Sonali Dev, author of *Pride, Prejudice, and Other Flavors*

The Bible of Clay

Introduce kids to stop-motion animation and animated filmmaking. Animation is everywhere--from movies and TV to apps and video games--and today's tech-savvy kids know all about it. With the accessibility and ease of use of cameras and video-editing software, people of all ages are learning how to make stop-motion animation. In "Animation Lab for Kids," artists, teachers, and authors Laura Bellmont and Emily Brink present exciting, fun, hands-on projects that teach kids a range of animation techniques. From the classic zoetrope, flip book, and cel methods (which don't require any devices or technology) to different methods of shooting, the lessons require no previous experience for either child or adult. Experimenting with a variety of art materials (drawing, clay, and paper cut-outs), young animators will learn to plan a film through writing, storyboarding, and creating sets. The book also features helpful and informative sidebars on the history of the early animation techniques as well as the inspiring work of innovative and influential animators, including Kirsten Lepore, PES, Hailey Morris, and William Kentridge. The authors are co-founders and lead teachers of The Good School, an arts-education school that cultivates and combines traditional art-making skills and the technologies involved in stop-motion animation filmmaking. They teach animation techniques at camps, schools, and events, including the New York International Children's Film Festival.

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